

1 APR WARGAMING CONF AGENDA

0800	Registration	All
0830	Analysis Council Welcome	Mr Jim Johnson
0845	Conference Goals & Objectives	Dr Henningsen
0900	Intro to Defense Gaming	Lt Col Illinger
0920	JWARS Requirements	Mr Bob Orlov
0945	Break	
1000	JWARS Demo (Day 1 Only)	LCDR Jeff Cares
1100	JSIMS Requirements	JWFC
1130	JSIMS Design	CDR Ash
1200	Lunch (On-site)	
1245	Service/Joint Overviews	Services(tentative)
1315	Workshop Taskings	Lt Col Illinger
1330	Workshops - a) Education & Trng b) Analysis & Decision Support	
1600	Reconvene & Wrap Up	
1700	Adjourn	

2 APR MOOTW CONF AGENDA

0800	Registration	All
0830	Analysis Council Welcome	Mr Jim Johnson
0845	Conference Goals & Objectives	Dr Henningsen
0900	Background on MOOTW Reqmts	Mr. Dean Hartley
0940	JWARS Requirements	Mr Bob Orlov
1000	Break	
1015	JWARS Design	CDR Jeff Cares
1030	JSIMS Requirements	JWFC
1045	JSIMS Design	CDR Ash
1115	MOOTW MORS Workshop Output	Cy Staniec
1200	Lunch	
1245	Panel Discussion of Req Status	CINC Reps/Service (Tentative)
1330	Workshops (Watch for more details)	JWARS CONFERENCE DEMO WILL BE ON 1 APR ONLY. DC ATTENDEES CAN CONTACT THE JWARS OFFICE TO ATTEND THE WEEKLY THURSDAY DEMO.
1600	Reconvene & Wrap Up	
1700	Adjourn	

WARGAMING CONFERENCE

- **GOAL**

- To examine the extent to which JWARS may meet DoD wargaming simulation requirements

- **OBJECTIVES**

- Inform potential JWARS customers on envisioned capabilities, limitations, and design environment
 - Identify features JWARS might incorporate to make it more usable for wargaming
 - Collect DoD Master Plan Analysis Appendix documentation for those wargaming requirements which may require tools other than JWARS to support Components M&S transition decisions

DoD M&S MILESTONES

- **DoD M&S MASTER PLAN**
- **JWARS & JSIMS**
- **M&S REFORM / CUTS**
- **HIGH LEVEL ARCHITECTURE (HLA)**
- **TRANSITION PLANS**

DoD M&S Reform -- '95 CPA Excerpt

“(U) M&S efforts have proliferated throughout the Department in numerous stovepipes associated with training, analysis, R&D, testing and experimentation, and procurement and logistics. Our largest shortfall is that simulations built by different organizations are not interoperable and, consequently, cannot be used to their fullest potential in training our force and analyzing our joint requirements and capabilities.”

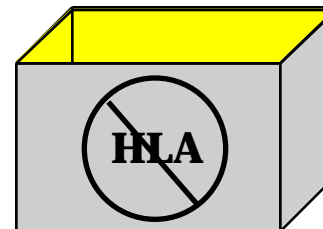
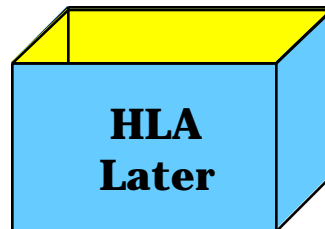
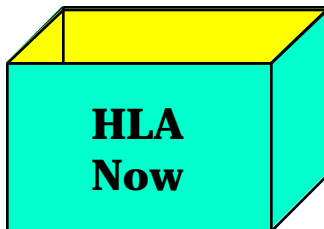
1. (U) The JSIMS and [JWARS] are beginning to develop a common framework that leverages interoperability and next generation technology to meet our joint training and analysis requirements, and deserve strong support. We must identify and cancel stovepiped efforts to improve legacy systems that will compete with these joint programs.”

DoD M&S Reform -- '96 CPA Excerpt

“(U) We agree with your recent Program Budget Decision tasking the Services, agencies, and OSD to identify all modeling & simulation funding lines with an eye toward reductions in overall M&S funding starting in POM 98. The Joint Chiefs, CINCs, and I continue to believe M&S savings of about \$200 million annually across the FYDP is appropriate. Additionally, the Joint Staff, CINCs, Services, and agencies shall fully align their respective M&S efforts with Joint Simulation System (JSIMS) and Joint Warfare System (JWARS). In effect, we recommend no further funding of M&S legacy systems beyond the IOC of the JSIMS & JWARS. The Joint Chiefs and I recognize the value of joint exercises. I have directed the Joint Staff to lock in those exercises as soon as possible, but also establish a goal to move electrons instead of people as JSIMS comes on line. Increasing the use of simulations will save cost and reduce the PERSTEMPO that has increased with our smaller military, while still maintaining a trained force.”

High Level Architecture (HLA) Policy

- Jan 96 - JROC Endorses HLA, calls for implementation strategy to include monitoring and no-can-pay/play dates
- Sep 96 - USD(A&T) designated HLA as the technical architecture for all simulations in DOD.
 - Review all simulation projects and programs to establish near-term compliance with HLA. (Susp: 2QFY97)
 - Report HLA-compliance intentions. (Susp: 30 Jun 97)

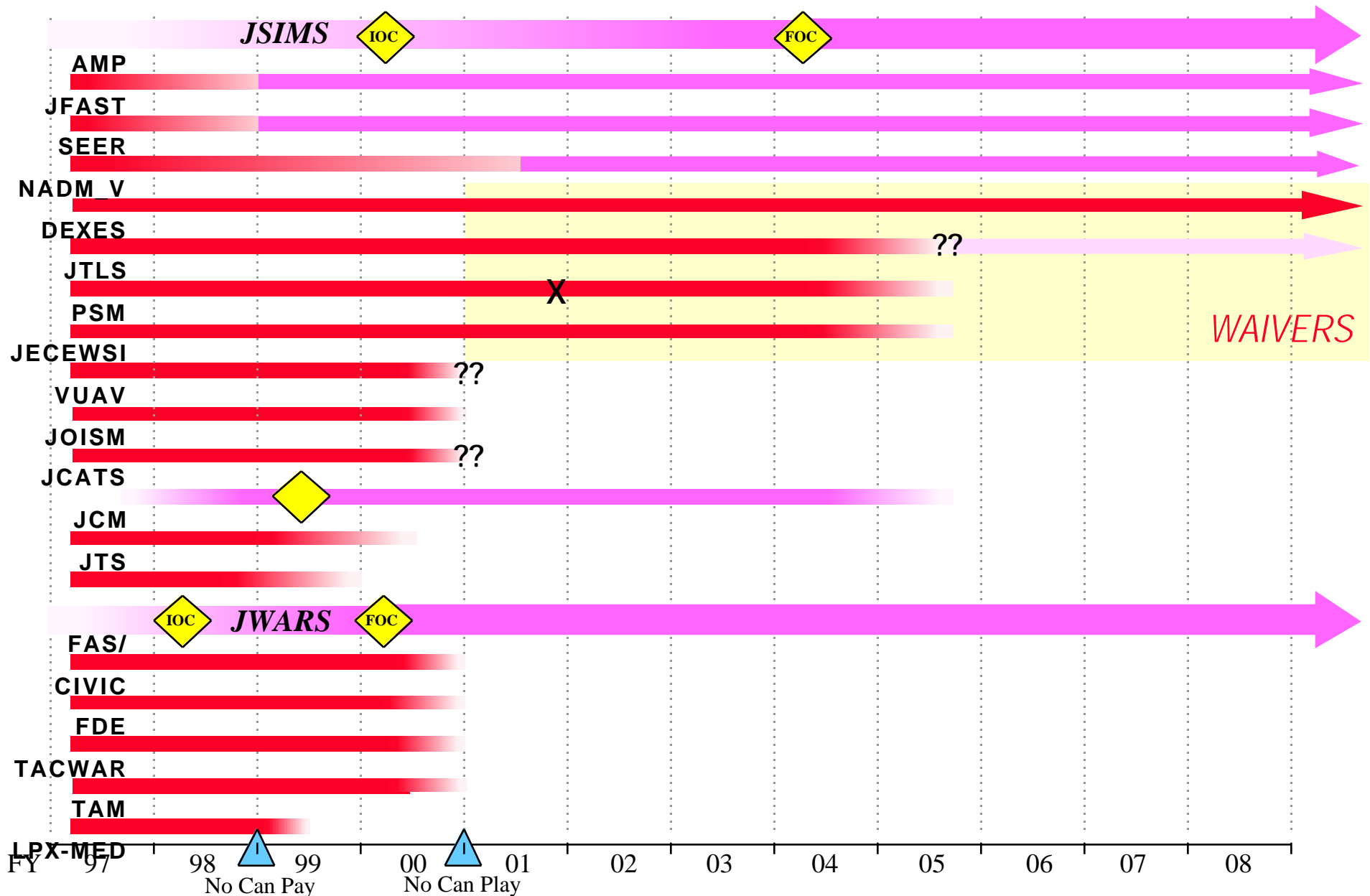


No Can Pay --- 1 Oct 98

No Can Play --- 1 Oct 00

Waivers per USD(A&T)

Joint Simulations - Transition Proposal



Gaming Categories Strategy Development

1 Gaming Categories	4 Gaming Techniques for each Category	6 Tools for Each with Analytic Goals	7 Types of Simulations Used	8 What Simulation(s) Do You Use	9 What JWARS Should Do To Replace the Simulation(s)
Analysis & Decision Sppt Education & Training	Distributed Seminar* Stand Alone Seminar* Man-in-Loop Simulation* *Analytic & Simulation Based	Simulations Decision Aids Correlation Response Surface Optimization	Pol-Mil Economics Force-on-Force		

In GENERAL SESSION

- 1 Identify general categories of Defense Wargaming
- 2 Group input into common categories (Off-Line)
- 3 Organize these categories under the two workshops

Within the WORKSHOPS

- 4 Identify major gaming techniques of each category
- 5 Determine which techniques are used for analytic objectives and use simulations among their tools
- 6 For those techniques in 5 list, all major analytic tools in addition to simulations used
- 7 Identify the types of analytic simulations
- 8 Identify the major force-on Force simulators in use
- 9 What was not apparent in JWARS briefings/demo that would be required for you to replace each force-on-force simulator with JWARS